IN THE SPECIFICATION

Please amend the specification as set forth below. No new matter has been added.

Insert the following heading following the Title and before par. [0001] of the published specification:

"CROSS-REFERENCE TO RELATED APPLICATIONS"

Amend par. [0001] of the published specification to read in its entirety as follows:

This application is a continuation of application Ser. No. ~~09/819,377~~ 09/819,337, filed March 28, 2001 entitled "Streaming Media Buffering System", now U.S. Patent No. 6,766,376, which claimed the benefit under 35 U.S.C. §119(e) of U.S. provisional application Ser. No. 60/231,197, filed September 12, 2000, and accordingly the present application claims the benefit of the respective filing dates of said application Ser. No. 09/819,337, and said provisional application Ser. No. 60/231,197. Said application Ser. No. 09/819,337 is hereby incorporated by reference ~~thereto~~ herein in its entirety.

Replace par. [0050] of the published specification with the following three (3) paragraphs:

In another embodiment, shown in FIG. **3**, the invention provides a method for distributing from a server via the Internet streaming media composed of a plurality of time-sequenced data elements. Time-sequenced data elements are generated or received **32**. Next, a predetermined number of the data elements is sequentially loaded **34** into a server buffer, which process of **32** and **34** continues indefinitely as long as there is media data available. Next, a group of the data elements is sequentially sent 36 via the Internet from the server buffer to a user computer connected to the Internet. Upon receipt by the user computer, the sent group of data elements is loaded 38 into a user buffer associated with the user computer. The user computer immediately plays **40** the received portion of the media on the user computer. At **42**, if the user buffer is not full, then additional data elements are sent to the user computer **36**. And also at **42**, if the user buffer is full, the system waits until new media data is delivered to the server buffer **34**. This process is repeated until the entire media file is played at the user computer.

Unlike conventional buffer arrangements, audio begins to play on the user system as soon as the user connection is made to the audio server. The user's buffer is built up while the audio is playing. Advantageously, the system and method of this invention create a faster than real time connec-

tion. That is to say, audio/video data is transmitted from the server faster than it is played out by the user system, thus building up audio/video data in the user buffer.

Having thus described the invention in rather full detail, it will be understood that such detail need not be strictly adhered to, but that additional changes and modifications may suggest themselves to one skilled in the art, all falling within the scope of the invention as defined by the subjoined claims.